Amendment to the Claims:

(Currently Amended) A method of synthesizing a signal comprising the steps of:

 a) determining a required pitch bell location in the domain of the signal to be synthesized,

 b) mapping the required pitch bell location onto an original signal to provide a first pitch bell location,

 c) randomly shifting the first pitch bell location to provide a second pitch bell location.

 d) windowing the original signal on the second pitch bell location to provide a pitch bell,

c) placing the resulting pitching bell at the required pitch bell location in the domain of the signal to be synthesised, and

 $\underline{\mathbf{n}}$ repeating the steps a) to $\underline{\mathbf{e}}$ d) for all required pitch bell locations of the signal to be synthesized and performing an overlap and add operation on the resulting pitch bells in the domain of the signal to be synthesized in order to synthesize the signal.

- 2. (Original) The method of claim 1, wherein the determination of required pitch bell locations is performed by dividing the required length of the signal to be synthesized into time intervals, each of the time intervals having the length of a pitch.
- 3. (Original) The method of claims 1 or 2, wherein the step of randomizing of the first pitch bell location is performed by randomly shifting the first pitch bell location within an interval of +/- the pitch.

4. (Currently Amended) The method of any one of the preceding claims 1, 2 or 23, wherein the step of randomly shifting the first pitch bell location i to provide the second pitch bell location i' is performed in accordance with the following equation:

$$i' = i + (R \times p)$$

where R is a random number between - 1 and + 1 and p is the pitch.

- (Currently Amended) The method of any one of the preceding claims 1 or 2through 4, wheiein the windowing is performed by mean of a sine-window.
- 6. (Currently Amended) The methods of any one of the preceding claims 1 or 2to-5, wherein the windowing is performed by means of the following sine-window function:

$$w[n] = \sin\left(\frac{\pi \cdot (n+0.5)}{m}\right) \quad 0 \le n < m$$

where m is the length of the window and n is the running index.

- 7. (Currently Amended) The method of any one of the preceding claims 1 or 2to-6, whereby wherein the original signal does not have a fundamental frequency, and the original signal preferably comprises unvoiced speech or music.
- 8. (Currently Amended) A computer <u>readable medium including code to be executed</u>
 <u>on a computing device program product, in particular digital starge medium, comprising</u>
 <u>program means for performing the steps of said medium comprising:</u>
- a) <u>code for</u> determining a required pitch bell location in the domain of the signal to be synthesized,
- b) <u>code for</u> mapping the required pitch bell location onto an original signal to provide a first pitch bell location,

- c) <u>code for</u> randomly shifting the first pitch bell location to provide a second pitch bell location,
- d) <u>code for</u> windowing the original signal on the second pitch bell location to provide a pitch bell,
- e) <u>code for placing</u> the resulting pitching bell at the required pitch bell location a
 in the domain of the signal to be synthesized
- f) <u>code for</u> repeating the steps a) to <u>e</u>d) for all required pitch bell locations of the signal to be synthesized and performing an overlap and add operation on the resulting pitch bells in the domain of the signal to be synthesized in order to synthesize the signal.
- 9. (Original) A computer system, in particular text-speech synthesis system, for synthesizing a signal, the computer system comprising:

means for determining required pitch bell locations within the sign al to be synthesized,

means for mapping the required pitch bell locations onto an original signal to provide first pitch bell locations (i),

means for randomizing the first pitch bell locations to provide second pitch bell locations (i').

means for windowing the original signal on the second pitch bell locations to provide pitch bells,

means for performing an overlap and add operation with respect to the pitch bells in order to synthesize the signal.

Canceled.